

What is claimed is:

1. (Original) A powered interactive physical display particularly for interaction with living beings comprised of:

- (a) an energy source means, local or remote;
- (b) a transducing means, local or remote, selected from the group consisting of transducers, sensors, switches, actuators, generators, motors;
- (c) a physical display means, powered by said energy source means.

(Withdrawn Phase) whereby for example only, a powered pillow, which responsively expands or displays other physical action when a user gives the pillow a hug or other physical contact, generally represented by Figures 5 through 7.

2. (Original) A powered interactive display as recited in claim 1, further comprised of a structure means, generally as a distinct structure from said physical display means.

(Withdrawn Phase) whereby for example only, said structure means may be represented by the body of a huggable and hugging teddy bear to which at least one powered physical display means movably connects, which enables the apparatus to hug or grasp a user or display other physical action when the user activates the bear by giving the bear a hug or other physical contact, generally represented by structures 1a, 1b, and 1c, in Figure 4 and by 1 in Figure 8 and by 1 in Figure 10.

3. (Original) A powered interactive physical display apparatus as recited in claim 1, further comprised of a covering or enclosure means, at least partially covering or enclosing said apparatus.

(Withdrawn Phase) wherein, for example, teddy bear fur material 4, in figure 8 represents said covering or enclosure means.

4. (Original) A powered interactive physical display apparatus as recited in claim 2, further comprised of a covering or enclosure means, at least partially covering or enclosing said apparatus.

(Withdrawn Phase) wherein, for example, teddy bear fur material 4, in figure 8 represents said covering or enclosure means.

5. (Original) A powered interactive physical display apparatus as recited in claim 3, further comprised of means to remove and replace said covering or enclosure means.

(Withdrawn Phase) wherein, for example, pillowcase 4, in Figure 5 represents said replaceable covering or enclosure means.

6. (Original) A powered interactive physical display apparatus as recited in claim 4, further comprised of means to remove and replace said covering or enclosure means.

(Withdrawn Phase) wherein, for example, pillowcase 4, in Figure 5 represents said replaceable covering or enclosure means.

7. (Withdrawn) A powered interactive physical display apparatus as recited in claim 3, further comprised of:

(a) various interactive texture means, on, near, or part of the surface of said covering or enclosure means;

(b) one or more subsurface structure means, selected from material means of various densities, elastic properties and other appropriate characteristics.

(Withdrawn Phase) whereby the enhanced display apparatus is capable of providing a range of physical sensations to a user, from fine tactile to various greater degrees of movement and forces, the full range available in the powered operational state, and a more limited passive reactive range while the apparatus is in a non-powered or partially powered

state, the choice of surface textures and substructures dictated by the intended use of the display means, and/or the intended approximate reproduction of selected biophysical or non-biophysical textures and/or structures, a section of the enhanced physical display is generally represented by simulated hair 5a and sub-structures 6a, 7 and 8 in Figure 11.

8. (Withdrawn) A powered interactive physical display apparatus as recited in claim 4, further comprised of:

- (a) various interactive texture means, on, near, or part of the surface of said covering or enclosure means;
- (b) one or more subsurface structure means, selected from material means of various densities, elastic properties and other appropriate characteristics.

(Withdrawn Phase) whereby the enhanced display apparatus is capable of providing a range of physical sensations to a user, from fine tactile to various greater degrees of movement and forces, the full range available in the powered operational state, and a more limited passive reactive range while the apparatus is in a non-powered or partially powered state, the choice of surface textures and substructures dictated by the intended use of the display means, and/or the intended approximate reproduction of selected biophysical or non-biophysical textures and/or structures, a section of the enhanced physical display is generally represented by simulated hair 5a and sub-structures 6a, 7 and 8 in Figure 11.

9. (Original) A powered interactive physical display apparatus as recited in claim 1, further comprised of an input means, for receiving energy or information.

(Withdrawn Phase) whereby for example only, said apparatus might be controlled remotely by a remote energy or control source, generally represented by Figure 7 with block diagram 21 connected.

10. (Original) A powered interactive physical display apparatus as recited in claim 2, further comprised of an input means, for receiving energy or information.

(Withdrawn Phase) whereby for example only, said apparatus might be controlled remotely by a remote energy or control source, generally represented by Figure 7 with block diagram 21 connected.

11. (Original) A powered interactive physical display apparatus as recited in claim 1, further comprised of a local or remote control means.

(Withdrawn Phase) whereby apparatus control may be generally represented by block diagram 22 in Figure 2.

12. (Original) A powered interactive physical display apparatus as recited in claim 2, further comprised of a local or remote control means.

(Withdrawn Phase) whereby apparatus control may be generally represented by block diagram 22 in Figure 2.

13. (Original) A powered interactive physical display apparatus as recited in claim 11, further comprised of means to deliver electrical energy to a being.

(Withdrawn Phase) whereby an electrode and wire are generally represented by block diagrams 5b and 6b in Figure 11.

14. (Original) A powered interactive physical display apparatus as recited in claim 12, further comprised of means to deliver electrical energy to a being.

(Withdrawn Phase) whereby an electrode and wire are generally represented by block diagrams 5b and 6b in Figure 11.

15. (Withdrawn) A powered interactive physical display apparatus as recited in claim 11, further comprised of means to deliver or remove fluids to or from a being.

(Withdrawn Phase) whereby a hollow tube and hollow conduit are generally represented respectively by block diagrams 5b and 6b in Figure 11.

16. (Withdrawn) A powered interactive physical display apparatus as recited in claim 12, further comprised of means to deliver or remove fluids to or from a being.

(Withdrawn Phase) whereby a hollow tube and hollow conduit are generally represented respectively by block diagrams 5b and 6b in Figure 11.

17. (Original) A powered interactive physical display apparatus as recited in claim 11, further comprised of a transceiving communication means.

(Withdrawn Phase) whereby for example only, signals may be sent and received and such information may be converted and processed as necessary by control means, said communication means generally represented by block diagram 21 in Figure 2.

18. (Original) A powered interactive physical display apparatus as recited in claim 12, further comprised of a transceiving communication means.

(Withdrawn Phase) whereby for example only, signals may be sent and received and such information may be converted and processed as necessary by control means, said communication means generally represented by block diagram 21 in Figure 2.

19. (Original) A powered interactive physical display apparatus as recited in claim 11, further comprised of a recording and playback means.

(Withdrawn Phase) whereby, said recording and playback means is generally represented by block diagram 15 in Figure 2.

20. (Original) A powered interactive physical display apparatus as recited in claim 12, further comprised of a recording and playback means.

(Withdrawn Phase) whereby, said recording and playback means is generally represented by block diagram 15 in Figure 2.

21. (Original) A powered interactive physical display apparatus as recited in claims 11, further comprised of an additional or hybrid display means for displaying other energy or other media.

(Withdrawn Phase) whereby second display means is for energy forms or media not displayed by said physical display means, said second display means generally represented by block diagram 16 of Figure 2.

22. (Original) A powered interactive physical display apparatus as recited in claims 12, further comprised of an additional or hybrid display means for displaying other energy or other media.

(Withdrawn Phase) whereby additional display means is for energy forms or media not displayed by said physical display means, said second display means generally represented by block diagram 16 of Figure 2.

23. (Original) A method for transferring various forms of energy to remote persons, the method comprising of providing at least one person with an appropriate version of the powered interactive physical display apparatus claimed herein, connecting said apparatus to a remote controlling and transmitting device, via at least a one-way communication connection.

24. (Original) A method for providing centrally controlled energy display services to remote individuals or groups, the method comprising the following steps:

- a) providing one or more remote humans with a version of the powered interactive physical display apparatus equipped with communication means, as previously claimed;
- b) connecting at least one said display apparatus to a communication system for communication with a central control center;
- c) transmitting control information from said central control center to one or more said remote powered interactive physical display apparatus.

(Withdrawn Phase) whereby for example only, as generally represented in Figure 12, for providing remote controlled interactive physical services, such as medical, therapy, chiropractic, eldercare, childcare, exercise, electronic stimulation and treatments, entertainment, games, gambling, contests, etc.

25. (Amended) Method for integrating, in whole or in part, the functional means, or method of integrating physical display functions related to the various versions of the powered interactive physical display apparatus, as claimed and suggested herein, with distinct devices and/or distinct programming, the method comprising the following steps:

- a) selecting one or more integration candidate devices and products from the following general categories:  
medical devices, therapy devices, rehabilitation devices, monitoring devices, chiropractic devices, massage devices, exercise devices, phones, pagers, Internet access devices, electronic stimulation devices, medicine and reward vaults, entertainment devices, thermal therapy devices, virtual reality systems, single and multi-player game devices, gambling devices, computer systems, exercise devices, sleep enhancing devices, magnetic, light, radio frequency and infrared treatment and therapy devices, vital signs and breathing monitoring, alarm devices, automotive systems and devices, sporting devices, contest related devices, devices, toys, dolls, stuffed animals and characters, eldercare, childcare devices, etc.;
- b) design as necessary a suitable integration plan for the device(s) so selected;
- c) completing the integration, testing and modifying and retesting as required.

(Withdrawn Phase) whereby for example only, to enable the addition of one or more physical display capabilities, communications or remote control capabilities to known devices (not shown), programs and systems, which lack one or more such capabilities, such candidate devices, systems and related programming as: medical devices, therapy devices, rehabilitation devices, monitoring devices, chiropractic devices, massage devices, exercise devices, phones, pagers, Internet access devices, electronic stimulation devices, medicine and reward vaults, entertainment devices, thermal therapy devices, virtual reality systems, single and multi-player games, gambling devices, computer systems, exercise devices, sleep enhancing devices, magnetic, light, radio frequency and infrared treatment and therapy devices, vital signs and breathing monitoring and alarm devices, automotive systems and devices, sporting devices, contest related devices, devices, toys, dolls, stuffed animals and characters, eldercare, childcare devices, etc.